Simple Animal Shapes

Sometimes it helps to think in terms of geometric shapes and use them as “building blocks” to draw a design—just as we did for the star.

Open your Chapter 2 Project

1. Open EQ7 and click the Open an existing project tab.
2. Choose your Chapter 2 Simple Drawing project and click OK.
3. Click Close on the Sketchbook.
4. Click WORKTABLE > Work on Block.
5. Click BLOCK > New Block > PatchDraw Block.
6. Click the Appliqué tab.
7. Click the Pick tool.
8. On the Precision Bar, enter these values:
   - Block Width = 6
   - Block Height = 6
   - Snaps Horizontal = 24
   - Snaps Vertical = 24
   - Graph Paper Cells = ON
   - Cells Horizontal = 2
   - Cells Vertical = 2
   - Snapping Options 2, 4, and 5 are turned ON.
9. Click the Line tool.
10. If you have been working with the Auto Fill function on, please turn it OFF now. Click the Auto Fill button on the Precision Bar so it is deselected, or not pressed in.
Drawing a Cat Shape

Don’t worry about being perfect here—this is just your “building block.”

1. Draw two small triangles for the ears in the upper-right corner of the worktable.

2. Draw a rectangle below the ears. This represents the head.

3. Draw a large box for the body.

4. Click the Bezier Curve tool and draw a thick “loop” for the tail. We are making “building blocks” here, so this does not need to be a closed patch.

5. Click EDIT > Select All or press CTRL+A.

6. Click the Center button on the Precision Bar to center your drawing.

7. Click the Convert selected segments to guides button on the Precision Bar.

Drawing the Real Cat

8. With the Bezier Curve tool, draw over the outside guide lines. Soften the edges of the original and change the corners into curves. Don’t worry about being perfect.

9. With the Shape tool, edit the figure. Position the nodes first. Then use the handles to smooth the various curves.

10. When you are finished, right-click on the worktable and click Clear Guides.

Let’s add some simple lines to give this kitty a face.

11. With the Bezier Curve tool, draw two small open curves for the eyes. These will be threadwork.

12. Without changing tools, hold down the CTRL key and draw a triangle for the nose.
23 I think a mouth isn’t necessary, but we should add whiskers. With the **Bezier Curve** tool still selected, release the **CTRL** key and draw three wavy lines on the left half of the kitty’s head.

24 If necessary, edit the whiskers with the **Shape** tool.

25 Click the **Pick** tool and select the three whiskers.

26 Click **Clone** on the Precision Bar.

27 Click **Flip left and right**.

28 Move the duplicated whiskers into place on the opposite side of the face.

29 Click **EDIT > Select All** or press **CTRL+A**.

30 Click the **Center** button on the Precision Bar.

**Tip**

If your cat is larger than the worktable, select all the patches and hold down the **CTRL** key as you drag in a corner handle slightly. Then click Center again to re-center the drawing.

31 Click the **Color** tab and color your design. The eyes and whiskers will remain black.

32 Click **Add to Sketchbook** to save your block.

**Exercise**

Try this same technique for other animals. Use the **Line** and **Bezier Curve** tools to draw the “building blocks”. Then select all and convert to guides. Draw around the outline with the **Bezier Curve** tool and edit with the **Shape** tool afterwards.

You can see the building blocks for a dog and the finished dog design below. Draw the ear, eye and nose last, so they rest on top.